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Jorune*

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WARP TRAVEL: OUR EXPERT'S ADVICE

BY: WINSTON HUMBERT, III, EDITOR *DT*

Instantaneous travel is a tempting proposition to most Jorunely travelers. Traveling via crystal in abandoned caishlin tunnels might lead you within a few miles of home. On the other hand, it could leave you stranded halfway across the planet dodging lightening blasts from a startled Dhar Corondon. What is the best way to travel by warp? We sought out renowned world traveler Shenlen Darhen to give us the real scoop on warp travel.

Sitting amidst the other patrons at a quiet Sillipian enclap, Darhen blends easily with the crowd. His fine Woffen fur is styled conservatively and he scratches only occasionally in the heat. 'Warp travel is something you can't risk all the time, but neither can you live without it,' he says, sipping his pint of rusper. He spreads his paws on the table as he explains further, 'There are too many dangerous places on Jorune to be without an escape plan.'

As Darhen goes on to say, it all depends on how desperate your situation is. "Warp travel is not my first choice simply because of the unknown factor." Therein lies the crux, he laughs. "You could warp out of the frying pan and into the fire! There are some caishlin tunnels that have been thoroughly mapped, but trying to get someone to part with those secrets is like pulling adult sperrik teeth."

Obviously, there will always be reasons to activate a tra crystal. If you're in a desperate situation, it could save your life. "Once we stumbled into a huge cleash hunting party as we were being chased by a really uptight corondon through the East Trinnus. Nobody even stopped to hesitate when our caji opened the warp. We just dove right through." Of course, it didn't exactly go off without a hitch. Darhen laughs, "We found ourselves somewhere in the wilds of North Khodre and had an awful time explaining ourselves when we finally staggered into town to make travel arrangements back to Ardoth. We wound up waiting in the herris until the ship arrived. They don't take too kindly to strangers there."

If you have good command of Shanthic and know of a friendly settlement nearby, you may try to barter for the use of their caishlin tunnels. "If you have a Shanthic trinket or two and mind your manners, most Tra or Ebba Shantha might give you permission to use their tunnels and let you know where they come out. Of course, getting directions from a shantha is a bit like asking a blind thriddle to read you a book from the Mountain Crown." The best directions a Shantha can give usually include intersections of isho ley lines. Editor's note: Not all Shantha are friendly and should be approached with caution.

Some caji have made it their life's work to recreate some of the fabled warp maps. Unfortunately, due to the dangerous nature of such an endeavor, most information is either lost or closely guarded secrets. "Many caji have died in the attempt simply because of the unpredictable nature of warps. I used to travel with a caji by the name of Gharn. He got a crazy notion of making his own warp map and nothing we could say would convince him. We never saw him again. Once the Kim declared him legally dead, we cleaned out his house and read his journals. Judging from what he wrote, we were surprised he lived as long as he did."

With all that daunting news, it is surprising that Darhen is still here to tell us his tale. Despite the stern warnings, he gives us a few pieces of advice for novice warp travelers:

1. Never warp alone. You just never know what's on the other side. Even if you've used that same warp a hundred times, some nasty bugger could be waiting for you.
2. Always bring along two crystals. That way if something goes wrong on the far end, you can always get back. If your traveling party is large or includes thombo, make it four or more.
3. Don't expect the natives to be friendly. Pack like you're going to Delsha and walking into a circle of breeding mandares. Make sure you have enough energy cells and food.



4. Be sure to make a map of where you left and where you wind up. Bring along a cartography kit and every map you own. It just may save your life. If you do survive, you will have mapped a warp that you may be able to use again.
5. Don't forget that you can warp on the open seas, just don't necessarily expect to find solid ground under your feet on the other side. This also stands to reason for any other warp. There's lots of water on Jorune, folks.
6. Isho storms can sometimes produce a warp naturally, just remember to use the safety precautions listed above. Natural warps are usually significantly larger than created ones. If you don't want to pass through it, its best to move along, since you can't be sure something won't be jumping through toward you.
7. There are some places where no matter how hard you try, the isho isn't sufficient for warp travel. Ardoth and the Doben-Al come to mind immediately, but there are more out there, and bad isho weather has a lot to do with it. Just as the isho dependent creatures are getting cranky from a sudden low, you find yourself stuck having to deal with rampaging, if blind, scragger.
8. Never assume a warp will take you closer to a settlement. The chances are very slim at best. And even then the settlement may not be friendly.
9. Never, ever assume that you can always warp out of a bad situation. If you think being captured by Cleash or Ramian is bad, you obviously haven't thought it through. There are far worse things that can – and might- happen on the far side of that warp. But if certain death is your only option, warping out and becoming marooned might start looking pretty good.

Warping has major advantages over other sorts of travel, for one it's instantaneous, and although a bit disorienting, a few minutes of wooziness on the other side is for some much more tolerable than weeks of sea-sickness. Placing your secluded home near a known warp can save considerable time and trouble and avoid those nasty door to door thivin salesmen that infest most known settlements –not to mention making it much more difficult for pesky githerin to gain access to your possessions.

Despite its obvious advantages, warp travel should be undertaken with care. Following the guidelines given above and using common sense are your best bet. Until such a time as we have a complete warp map available, warping will continue to be a dicey proposition.

Until next time, I'm Winston Humbert III, hoping to find you in my Danstead Travels. ✂



SPECIAL FEATURE: SHAYNE'S GUIDE TO BETTRE SHOPPINGE

BY: DRENN SHAYNE TOSHKIN
SPECIAL CORRESPONDENT

EDITOR'S NOTE: ALTHOUGH WRITTEN IN THE LOCAL VERNACULAR OF ENTREN, THIS IS THE DEFINITIVE GUIDE TO SHOPPING ARDOTH. ORIGINALLY IN BOOKLET FORM, THIS ARTICLE IS AN OUTSTANDING SAMPLING OF THE THINGS YOU CAN FIND IN HUMANITY'S LARGEST CITY ON JORUNE. – W.H. III



THE SEAL OF EXCELLENCE

A MYSTIQ SEAL FOUNDE IN THEE TOMBS OF THEE ANCIENTS,
SIGNIFYNGE SOMETHINGE GOODE AND OF SUPERIOR
QUALITEE.

There art a few thingse thou should not forget to purchase or bay when in a cosmopolitan towne or city. Thou should also look out for merchants who teike a high price fore goodse of poor qualitee. Thivin craftsmanship is always goode. Bay thivin products. Afte years of travel and adventyring I Drenn Shayne Toshkin can recomend thou to never bei without the following itemse.

Weaponse

An honest and trystworhty *Broadsworde* is a must. A weapon worthy a Drenn. 4 GL
 The *Longknife* is an excellent supleme and deals swift and unnoticed justice 1 GL
 A *bowe* is handy when dealing swift justice from a distans 2 GL
Longbowes are goode for hunting (If thou can pull it!) 3.5 GL
 The classical *Mace* is always good to haveth around. Easy to hide. Crowd friendly 1.5 GL
Spears, clubs and *pikes* are for the Toth and not a Drenns or Tauthers weapon.
 Leave *Flails, Axes* and *Morning stars* fore the agricultural workers.
 Special weapons such as *crystal* accessories add to chances fore survivale 3+ GM
Shantic blades are rare and thus expensive but worth the trubble. 7-50 GC
Dharsage silfver is controlled by the Dharsage. These artifacts are beyonde value.
 Thivin weaponse are of excellent qualitee and superior strengthe. (Some woulde say sharper.)

Armourse

Leather armour 1.5 GL
 Kurbul brestplate, ailettes and greaves (Cheep and hard.) 3 GL
 Ring hauberk (Studded with metal) 3.5 GL



Mail hauberk (Woven metal. Hevy but maneuverable.)	1 GM
Carapace breastplate, ailettes and greaves (Very good protection. Useless when cracked.)	7 GM
Crystal studded armour (Gives protectione against dyshas and the like.)	+1 GS
Grunder hauberk (Rare, maneuverable, expensif, but very goode. Protects from dyshas.)	1 GS
Thailerian armour (Armour for a sage. Worth a fortune and goode against everythinge.)	4 GS

Limilates

Some limilates thou cannot afforde to be without. Be sure to check if they are fresh and prepared by a certified kladesman. Thivin products are always of goode qualitee.

The classical <i>Arrigish</i> cures moste ailments. Beware of overdosage.	1 GL
The <i>Scedri cloth</i> is soaked withe Arrigish and goode for individual wound treatment.	35 GU
The poorer use the low qualitee and cheeper Arrigish called <i>Tothy</i>	50 GU
Burns are taken care of withe <i>Redfinger</i>	4 GL
Frostbites are rubbed withe the <i>Hatamec</i> liquide.	7 GL
Look out fore the ancient and rare, but truly mirakolous <i>Ditarium</i> that cures all.	5 GM
Bleedingse can be stopped with the strong <i>Blackblood</i> limilate. Black veins will follow.	1.5 GM
<i>Pinda</i> is also a very goode limilate for stopping bleedingse,	1 GL
while <i>Nama paste</i> is the most common for stopping bleedingse	50 GU
During surgery <i>Halcen</i> is mostlee used as a sedative.	20 GU
<i>Nommata moss</i> is always good at soothing tooth- and hedaches	30 GU
Never bee withoute <i>Burari rootse</i> when travellinge in the Trinnus. Keepse fever away.	50 GU
The meirsh strongly recomend <i>Brengawe</i> as the only cure for swampfever	2 GL
A big supplai of <i>Rotstop</i> keepse infection away from woundse.	1 GL
When travellinge do not forget to eat thine <i>Hile</i> dailee.	20 GU
<i>Serrl</i> is goode for those not use to the sea, the swayingse of the bochigon or talmarons.	20 GU
Fore more pleasant occassionse I recommend the <i>Yellow Chak</i> tea. <u>Not</u> black Chak.	5 GU
The relaxant <i>Linryte</i> leaves will also get eveninge adversaries into a favourable moode.	10 GU
Lastly but moste importantlee. <u>Never</u> underestimate the <i>Jermic</i> aphrodisiac.	8 GL
Limilates of goode and fresh qualitee can always bee founde at thivin merchants.	

Foode

This liste of dishes from all over the worlde has been put together by thee greate chefs Neggid Go-Tomo and honourable Tauwtha Backitch of the Shen of Ardoth. Bothe have served the Dharsage Khodre Dhardrenn. (And lived.) The dishes can vary greatly in price since the cookingse of a coprachef is worthe more than a busty toth's wife's.

Common Durlig dishes (Boiled, roasted, mashed, fried, pickled, porridge, soup, etc)	1-8 GU
Durlig bread or Durlings	3 GU
Durlig dishes enhanced with rare spices. (Common in Thantier and Khodre.)	5-20 GU
Gerrig dishes. (May the moonse smite the chefs using these foul weed.)	Max 2 GU
Creshi fishe dishes (Raw, boiled, roasted, pickled, smoked, fried etc.)	5-10 GU
Dyarij oysters (Fine traditional Heridothian dish. The greate tummy rumbler.)	8 GU
Tla-Tlic spine fish. (Poisonous if note prepared right.) Salu favourite.	12 GU
Bebbic fish (Posh, Kesht's meal. Thou will regret never having tried it.)	120 GU
Sallsa prawns (Tasty dish originally from Jasp.)	6 GU
Hokron spinefish (Very posh and tasty thanterian dish. Ceridean fish.)	110 GU



Thombo stake (Nothing is as nice as a skewered thombo over the fire.)	6 GU
Dothobider (Another fine and tastee beaste. Cannot bee ridden though! Rare)	45 GU
Swallic vegetable dishes (Fine traditional dishes of Anasan. Keep thine Hilc handy.)	2 GU
Poroona bread (Stale and tasteless, but nutritous ramian bread. From Poroona grass.)	15 GU
Tidbits (Mushroomse much favoured by corastine and thriddle.)	4 GU
Cormin flowers. (Poisonous to humanse but a treat to thriddle.)	3 GU
Gunther burger (Questionable thivin fastfood made of beagre and durlig.)	1 GU
Takrami (Expensif thanterian dakrani dish. Meate based and durlig free.)	130 GU
Skawcéés (A big bug inedible to humanse but enjoyed by scarmis.)	5 GU
Pibber (Roasted, semi-rotten, fried, barbecued raw. The woffen enjoy it any way.)	6 GU
Wooc (Dry woffen bread.)	1 GU
Wug (Wooc soaked in blood-based gravy. Avoid this!)	3 GU
Coditch (Sweet, tastee vegetable grown by thriddle in abundance.)	3 GU
Kauw stake (New, strange, foul tasting creature introduced by the Dharsage in Sobayid.)	12 GU
Weet bread (New dharsage foode. No comments.)	3 GU
Hot Wutral soup. (Traditional super-hot Anasan dish full of red-hot Shil fruit.)	6 GU
Travellers foode. (Easily prepared foode. Practical parcels. 7 dais.)	40 GU
Traile rations (Dried durlig and meat. No taste, no glory, no party. 7 dais)	60 GU
Thivin foode is goode for the indigestione and OK fore thou.	

Drinkse

Rusper (What every man needse after a goode dais work.)	3 GU
Scolian rusper (Simply the beste!)	9 GU
Mallmis (The gooey stuff left at the bottom of rusper drums. Super stronge. Enjoyed by Bronth. Drinke only when they insist.)	0 GU
Whall (Stronge brown liquide made by woffen. Dread this skin curling drinke.)	4 GU
Gend's Whall (Woffen brew named after woffen and muadra hero Caji Gends.)	5 GU
Durrink (Clear stronge liquid made by distillinge durlig.)	3 GU
Durlig juice (Also knowne by the tasteless as durlig wine.)	1 GU
Squam (Sour drinke needed to washe down thee taste of the pillit gland of the thombo.)	4 GU
Stomeh (Woffen brew mixed withe bloode and gravy to "enhance the taste. Very stronge and responsible for the saying "Dog's breath drinke".)	4 GU
Herbis broth (Thriddle drinke withe greasy chunks of fat. Drunk even by very thirsty corastine on a hot dai.)	2GU
Calmra wine (Sweet, expensive white wine.)	22 GU
Sychillian red wine (One of the beste wines in the worlde.)	8 GU
Sychillian white wine	11 GU
Sarla dark wine (Made from pihl berry. S'Nabla traditional wine.)	5 GU
Kirlan House wine (Posh wine for Khodren khests.)	12 GU
Aylon's beste (A jaspian fruit wine of great strength.)	13 GU
Erucian black wine (Rare, very sour but old an royal wine.)	24 GU
Nokranit (Thanterian wine that only thee dakrani are allowed to drink in Thantier.)	35 GU
Reditween (Dobren drinke said to give condrij more courage.)	21 GU
Tirichvaar (Throate ripping ramian drinke. Curse it if thou can speake afterwards!)	3 GU



Shemshem (Sillipean liquor withe a slight hallucinational effecte.)

16 GU

Lodginge

All prices are per nait and following the standards as seen during my journeys across the worlde.

Posh inclep of greate esteem. Sages suite.

3 GL

Fine inclep with goode reputation. Drennit quarters.

1 GL

Goode qualitee inclep. Clean, safe, githerin free.

50 GU

Average sloppy inclep. (Found all over the worlde and run by people called Jann.)

30 GU

Filthy, run-down inclep. (Found in all shadier parts of cities. Rooms often rented by the hour. Unattended luggage will be removed by githerin.)

Max 20 GU

Sleeping halls. (Fore fast moving, snore-immune travellerse. Some goode hintse here woulde bee to always check thine beds for granthix beetles and infectious Hista mold.)

10 GU

Toths table (Always a solution for Drenn caughte in bad weather. Thee toth don't dare to argue. Foode often included.)

Symbolic

Stables, barns. (Don't touch the animalse even if lonely. Watch out for grumpy bochigon.)

3 GU

City bridges. (Ask thee beagre skin clad locals fore permission first.)

FREE

Transporte

Many people are daily lured into dreadful deals withe captains and merchantse who promise to take them to exotic and far away places for bargain price. Often the price is really too high and the journey might end at the sillipean slave market. Bee aware of tricksters and finde out about thee routes that are to bee used. The prices recomended below are for one dais travel with foode.

Passage with safe and well protected warship.

60 GU

Passage with sea-worthy galley

40 GU

Passage with normal merchant's ship (Beware that thou aren't the goodse yourself.)

30 GU

Passage with unsafe, moaning, worm ridden barrel

Max 20 GU

Buying an average ship and doing the deggit job thouself.

6 GC

Fisherman rowing thou across the sound

30 GU

River raft or river boat

15 GU

Ferry

10 GU

Bridge keeper, ford guardian (Might wante to pick a fight.)

5 GU

Seat on carriage (Transport company)

20 GU

Given a lift by toth thombo cart

Symbolic

Joining a merchants caravan. (Favourse such as driving off diyorda often required.)

10 GU

Covered and carried chair. (Worthy a kesht. Only in towns, shorter distances.)

1 GL

Crystal schooner passage (Often requiring an invitation or speciale papers.)

1-2 GL

Stable warp access. (Controlled by thee rich and powerfull. Prices varying due to destination.)

Thivin caravans always welcomes travellerse to join them. As goode as absolutely free.

Crystalse

Manee crystalse are and all are expensive. The ones founde in the civilized realms are cut in the erucian style. Keep thine eis open for rare shantic cuts which have other effects.

Rare Desti (red) crystal

2 GM



Very rare Du (amber) crystal	8 GM
Rare Ebba (yellow) crystal	5 GM
Rare Launtra (green) crystal	1 GM
Rare Gobey (brown) crystal	3 GM
Very rare Shal (blue) crystal	3 GM
Very rare Tra (white) crystal	2+ GM
Unusual Naull crystal (Fore displaying thine naull to shantas and Caji)	2 GL
Desti fire needles (Goode to starte campfires withe. Thirty pieces.)	1 GL
Boc-rod	5 GC
Crystal dust (Powdered mix for sho-sen intepritation and fortyne tellinge.)	2 GL

The best crystalse are found at thivin cleps.

Services and wages

The worlde is filled with false kladesmen, uncertified condrij and unserious contracteurs. Always look fore klade markings that prove a mans worth. The prices below are either per dai or for the completed service.

Condrij	50 GU
Porter	5 GU
Caji expert	80 GU
Caji guard	60 GU
Archer	24 GU
Barber	14 GU
Carpenter	20 GU
Daijic	20 GU
Fadri	30 GU
Thriddle fadri	50 GU
Learsis (No limilates)	25 GU
Enclep care (1 nait)	20 GU
Hishtin	1 GL
Yordeh (Legal problemse?)	80 GU
Public bath	5 GU
Jer	1 GL
Meirsh	90 GU
Monteer	80 GU
Entris	18 GU
Whore	80 GU
Evening girl	1.5 GL
Sage's company	1 GM
Mover	11 GU
Scribe	15 GU
Armour reappear (Leather)	20 GU
Weapon repair	40 GU
Copra marked on challisk	1 GL
Challisk polished	10 GU
Boots polished	10 GU



Clothes

Simra-Vintch clothes (Grown everywhere. Cheep, low qualitee, for warmer climes.)	30 GU
Cushindel silk (From the cushindel marsh moth. Veree beutifull and quite stronge.)	3 GL
Sychillian silk (Worn by all burdothian whitehandse. Refined cushindel silk.)	4 GL
Leather clothes	1 GL
Cloak	40 GU
Rainecoat (Thick, sturdy and coated with thombo grease.)	1.5 GL
Toga (Often Simra-Vintch or cotton.)	40 GU
Tauther clothes (Representative but also making thou an arse licking stand-out.)	40 GU
Drenn clothes	2 GL
Kesht clothes (Incredible creations sometimes. Puffy withe dangly thingse.)	1 GM
Sash	30 GU
Leather bootse (Sturdy traveller's bootse.)	25 GU
Marsh bootse (Knee high. Anti-Nemsis fashioned.)	45 GU
Sandals	10 GU
Thanterian infantry boots (Kurbul details.)	1 GL
Hat, sailors cap	10 GU
Watt (Jer's hat.)	15 GU

Other stuffe

A myriad of thingse are usefull when travelling untamed wilderness and landse inhabited by uncooperative natives. Here are only a handfull of them.

Rope (Forgetting the rope is like forgetting thine head. 5m)	20+GU
Torch	4 GU
Lantern	35 GU
Burning oil	5 GU
Oil lamp	20 GU
Candle	5 GU
Flint and steel (Always goode but not very practical in a storm.)	5 GU
Desti fire needles (More trustworthy. 30 pieces.)	1 GL
Krechtark liquids (Rare ramian liquids that ignite whene mixed.)	1 GM
Bedfur (Those crith naits up in Temauntro can pull off thine fingers an nose.)	40 GU
Writing paper (Fore drawing maps, secret codes, death warents, forgery and the like. 50)	8 GU
Parchment (Animal hide. Not so eesily destroyed. Ten big sheets)	8 GU
Sapple bark (Superior writing paper. 20 sheets.)	8 GU
Booke (Fore gruesome recipies, experiment notes and the like.)	20 GU
Inkpot and pen	10 GU
Tennid sticks (Thriddle writing sticks with natural green ink. Pulled directly from tree.)	16 GU

Pets

Nothinge makes thou happier than thine pet. Thou art even happier if thine pet can be consumed in dire need. Here art a few useful animalse.

The Tarro cometh in a broad variety of formse. They are founde all over the worlde and the bronth seem to be the only ones to like them. (Trarch make a good stew out of them though.)

Some commentse from other people that share mai joy for these creaturse.



"I caught a stiff-backed tarro making off with a favourite knife one night. And do you know what? I hade to let him have it."

-*Danthro Krose*, Drenn explorer and co-author of the Tauther guide.

"The more one travels on Jorune, the more varieties of these demons one will encounter. Though I love the outdoors and the creatures of the wild, I hasten my journeys through regions where tarro abound."

-*Laindra Elaiyn*, Jorune explorer from Laindis.

"They bite, they snap, they'll carry your camp away while leaving you to your throbbing eye-stalks. They are a menace to civilization. I hate them."

-*Nilder Ho-Trid*, Salrough Gomo's nephew.

Thee common grey-green Tarro is the most common. Pay for it trained.	1 GM
Thee smalle Pocket Tarro is the craze of thee Keshts today. Expensif but eesy to handle	2 GL
Beware of thee Stiff-Backed Tarro . Recognized by it's blacke fur on the back.	3 GL
Thee rare Borkelby Tarro is huge and prized by collectors.	3 GM
Thee rare Striped Tarro from Drail can warn thou from corondons	3 GM
A cute Pibber is always a goode present to a childe and to a hungry woffen.	40 GU
The common Dog is a devoted and loyal friend. Never kick a dog in front of a woffen.	1 GL
Some khodrens have even trained savage Cougars , but I advise thee not to try.	3 GM
Thombos are goode steedse and can be eaten when foode runs short. Skittish. Kicks hard.	5 GL
Bochigones are war-machines but verree stubborn. Feed it with Kayedi to keep it content.	1 GC
Lotherns are goode but slow pack animalse. The female Sorevine is a goode playground.	1 GC
Busks . See the little animal darting back and forth picking up corkse. Doesn't live longe	60 GU
At least three varieties of cute Reco Pets exist. Some are dumb others very autonomous.	2 GL
Horses are steedse for the sages and keshts. Extremely expensif but eesy to ride.	5 GC
Walkstones . Little stone-like animalse which move slowly acrossse the floor. Yawn!	10 GU
Those daring can try to fly a Talmaron if they feel they can pay for it.	2 GC

Other hints about purchasing goodse around the worlde

Bay **crystalse** in Temauntro and khodre

Bay **Limilates** in Thantier, Drail and Sobayid.

Bay **excellente wine** in Lusail and Thantier.

Bay **drugs** in Lundere, Thantier and Anasan.

Bay rare **pets and animalse** in Dobre and Drail.

Bay **superior armour** in Thantier.

Bay **fine clothes** in Ardoth, Lanna, Koistra, Toronia, Thantis, Sychill and Kirlan

Bay cheep **Brynk Hardwood** in Ros Crendor and Phalmre.

Sell **Giggit** to thriddle with a hefty profit.

Bay **superior goodse** from thivin.

This guide is sponsored by thee Sonra Tey klade of Ardoth and is recommended reading fore all Tauther travelling abroad. Any signs of marketinge Sonra Tey productse that are founde in this guide are purely coincidental and not a deliberate act of marketinge. ✂



TAKING THE SCREECH OUT OF TARRO: IT'S WHAT'S FOR DINNER

BY: DITHERS MCWHOLL, CULINARY CORRESPONDENT

Easily acquired all over Jorune is the humble tarro. A long time family staple, tarro has been brought to new heights by chefs from Sharden to Temauntro, Jasp to Drail and all points in between. Tarro has long been valued for its versatile, delicate flavor and satisfyingly chewy texture. Stiff-backed tarro imported from Dobre are all the rage of late in upscale eateries catering to Kesht and other wealthy clients Jorune-wide.

“The stiff-backed tarro are tender when braised and have an indescribably delicious tang when used in conjunction with sweet and sour sauces,” Says chef Dhar Howell, of the Ardothian elite enclap Doebis, just off Ardoth’s financial district. Doebis is the leading importer of Dobre tarro in Burdoth. “The sailors are always happy enough to be rid of them by the time they arrive,” he quips. Stiff-backed tarro are known for their unholy screeching which is far worse on the ears than the native Burdothian species. Through a special permit from the Dharsage, Howell imports the wailing cargo straight to the slaughter and skinning house, where those shrieks are silenced for good.

Head chef Dhar Howell offers these helpful open-pit cooking tips for perfect tarro every time:

1. Always use a sauce. Or a baste, rub, or mop. No one likes naked tarro. Dress him up! It really doesn’t matter what you use, people will always compliment you on your sauce. Malmis diluted with water and mixed with baliim sugars is surprisingly good all by itself.
2. Never ask: “How would you like yours cooked?” You have no control over the outcome, and you know it. If there are any complaints about raw and/or burnt meat, just look shocked and offended and say, “That’s the way (insert name of Kesht/ Kim/ Famous Crugar opera singer) always has it.”
3. Never try to grill anything you can’t heft with both hands. Using a bochigon for heavy lifting is simply no good around open flame. Trust me on this.
4. Make sure your role in the kitchen is understood. You are the head chef. It’s the job of the staff to make soups, salads and appetizers, bend and fetch, and generally provide for your entertainment. The chef’s job is to cook six small pieces of marinated tarro. Period.
5. Do not use collas bottom slug oil to start the fire. Sure, it’s flammable, but so are your eyebrows!
6. Never julienne durlig before grilling. Just trust me on this.
7. Be vague about your timing. You have no idea when things are going to be ready, so don’t go creating unreasonable expectations. “Oh I expect it will be ready between Ebba on high and Shal declining in the (pick a cardinal direction)...” If Iscin astronomers are present, use different verbage.
8. Tenderize your meat. Simply throwing their little tarro corpses on the fire may be immensely satisfying, but you will definitely taste the difference... and if the little bugger gave you a hard time in the slaughter and skinning house... there’s a certain satisfaction in tenderizing it again! I use a four pound mallet, myself; yup, succulent every time!
9. Be modest. When at last you finally treat your guests to the charred bits of tarro haunch that you’ve pried up from a gummed up grill with hands made shaky by two whole pitchers of rusper, you can reasonably expect some comments. Remember that the noble spirit always shares the credit. Just don’t use my name.



Chef Dhar Howell's Signature Grilled Tarro Ribs with Rusper- Dosoi Pichi Sauce:

4 medium stiff-backed tarro
 1 tbsp cooking oil
 2 bunches of Cavaris green onions, chopped
 2 cups chopped Cavaris white onions
 8 large cloves of Cavaris garlic, chopped
 2 cups packed baliim sugar
 2 cups red Laindin red vine apple pressings
 1 cup wholegrain Dosoi Pichi spice
 1 cup water
 1 ½ cups imported Scolian Rusper

Heat oil in heavy, large pot over medium-low heat. Add Cavaris green onions, Cavaris white onions and Cavaris garlic and sauté until tender, about 15 minutes. Mix in all remaining ingredients, adding rusper last. Simmer sauce until thick and reduce to 1 cup, stirring occasionally. Season to taste.

Prepare tarro, remove head and skin as normal. Remove rib sections and set aside the rest. Beat thoroughly until tender with a four pound chef's mallet. Cut rib racks into 4-6 rib sections. Arrange ribs on grill over the pit. Grill until meat is tender, occasionally turning tarro with tongs, about 40 minutes. Using tongs, transfer tarro back to work surface. Cut rib sections between the bones into individual riblets. Arrange on clean work surface, brush ribs with sauce prepared earlier. Return ribs to grill. Grill until brown and crisp on edges, brushing with more sauce and turning occasionally, about 10 minutes. Serve ribs with warm sauce, steamed baby durlig rounds, and plentiful rusper. Be sure to have plenty of moistened hand cloths at the ready!

Taking the screech out of tarro is finger-licking good! ✂

EXPEDITION! PART TWO: LIVING TO TELL THE TALE

BY: WINSTON HUMBERT, III, EDITOR *DT*

Hello and welcome back to Expedition! With the help of my previous article, you should have been able to get your traveling affairs in order. Now that you have successfully shopped for all of your little necessities (amazing how much you can do without when you have life's little luxuries), it is time to hit the dirt track to adventure and fabulous wealth. People of better breeding do not generally go into the wilds, preferring to hire someone in our stead. Many times at polite dinner conversation I've been asked, "Are the rumors true? Are there beasts of great and terrible power lurking behind every crack and crevice waiting to devour you and spit out your Terran long leaf smoking stick?" Most certainly. I usually laugh. People of good breeding never show their fear, gentle readers, and with a little knowledge you, too can cross the wilds and live to tell the tale.

Your last valet trunk heaved aback a bochigon, you stand blinking in the early light outside of your residence. A quiver runs between your stomach and spine, a mixture of excitement and intense fear. The stories of caravans being overcome by terrible races and beasts have reached your ears even more often of late – when you started packing a week ago. It is imperative that you do not display any fear in front of the help. Tongues wag in the shops and alleyways, and you'd do best to avoid becoming a topic. Having previously gone over your route with your local guide or Iscin, mount your beast with bravado, and point



your bochigon crop to the horizon, letting out a hearty yell to get underway. A phrase such as: “To the Wilds!” or similar should encourage all in your company.

The roads surrounding most cities are usually clear of larger predators. Scragger, -beastly little vermin- are always a problem. Shout encouragement to the help from atop your bochigon should they attack. Never dismount for a threat small as this. Conserve your strength. Your hired help should be more than sufficient. Resist their pleas to tie the carcasses to the back of the thombo cart to haul into town for a paltry reward. Not only will they begin to smell in a day or two, their rotting flesh will assuredly bring larger and even less welcome beasts. If they insist, offer to pay them a 50 gemule reward per scragger once you are back home. Let them keep the tally anyway they will, the wise man realizes the slim chances of everyone’s return, thus ensuring your gentile thriftiness. Do not forget to dock such bonuses for damage to your beasts and personal effects. Remember, bonuses should only be earned when yourself and your belongings go unharmed. As I stated in the previous article, charge them for medical care.

Tarro are another danger along well-traveled roads. Although they come in many varieties, all are extremely bothersome. They steal from your camp, screech horribly, and some can even spin dyssha like a caji. Contrary to popular belief, they will bite if cornered. The unfortunate thing about tarro is their tendency to run in packs more numerous even than scragger. They show remarkable intelligence for a beast, and while he makes a feint of a screech at one end of the camp, you should keep a careful eye that none of your crystal stemware goes missing to his mate. The little buggers go for it every time, although they are attracted to anything shiny in a pinch. The best defense against tarro is an organized one. If you are to charge them, make sure each tarro is covered and able to be killed with one blow. Should you or your help miss, the awful screeching that will ensue makes aiming difficult and has the unfortunate effect of calling even more of the wretched things. If you find your camp besieged by these thieving vermin, never throw a knife or make any other ranged attack among your guests unless you are spot on at such things. Hitting a hired hand can be explained away by their stepping into your line of fire, but hitting a guest is a most embarrassing situation indeed, and one best avoided even at the cost of a goblet. We all must make sacrifices.

Depending on where you’re traveling, there is a distinct possibility that you will encounter much fouler things than scragger. Having a good weapon is essential, and even more so – the expert knowledge on how to use it. You may carry your great grandfather’s blaster, if that is your wish, but make sure you know how to properly aim it. Although blowing a tree from the ground and having it fall upon your intended target is a breathtaking sight if pulled off with the proper (unsurprised) bravado, it is often much easier and more effective to simply hit the beast. An expert shot in any weapon will arouse faith in your followers and inspire them to fight directly between you and the immediate threat, which is, of course, right where you want them.

Becoming an expert shot is not so easy as one might think, given the fact that the lower classes seem to easily grasp the concept. It is an unfortunate fact that you must be willing to invest the time and the paltry sum of money necessary for true fighting skill. Although it is most distasteful to get some blue or green goopy blood on your favorite safari outfit, it is certain to cause you less discomfort than spilling your own blood. That being said, it is time for you to choose a weapon of choice. Perhaps you have a family heirloom piece of Earth Tec, perhaps you have come across a Shanthic blade, perhaps you have chosen to visit the Thivin vendor in Sillipus to purchase a Thivin Slam Stick. Although any weapon will do, most people of breeding prefer ranged weapons as there is less chance of getting your outfit soiled when you at last conquer the beast. Invest in the proper training. Inquire at your local Thivin shops and pay for the best training available. Wear old but presentable clothes while in training and tell your servants to have a hot bath waiting for your return. Paying for private instruction often gives the best results, although proper prior planning will be required to engage a weapons master. Several months of instruction are usually required, clear your calendar accordingly.

Require every member of your staff to have training in some form of weapon. My manservant Dithers, for example, could not shoot a blaster or lift a blade if his life depended on it, but he is the devil himself with a hot fry pan. I encourage his use of it, and as a result, he often jumps between me and the most immediate threat, wielding his pan like a madman. I encourage him further with a simple, “Bravo!” or equivalent with



each ringing hit. Your encouragement means much to your staff, they look up to you to recognize and reward such behavior. Do not slacken in this duty. They may well choose to cower behind the thombo cart without it, forcing you to defend yourself and them – a most distasteful necessity.

Always leave the hired help to the expertise of their given professions. You have paid them well and it is wise to heed their advice. Do not allow yourself to be cowed to undue superstition. The most rugged men have said I would never traverse the wilds and capture such dangerous quarry as hang in my study today. An iron will and good leadership are essential for driving the men to places both dangerous and deadly. If necessary, shoot a deserter or two. That should garner the respect and loyalty of the rest of your staff, and has the happy side effect of dispelling their beliefs in superstitious nonsense.

After your initial weapons instruction, make sure you carry enough ammunition for the entire round trip journey. There is nothing like facing a badly wounded corondon and hearing the empty click of your last blaster cell. People of experience will not need elaboration on such an ill-fated scenario. Be prepared. Do not jump into every fray. The lesser frays make your aides feel self important, and give them tales to tell. Jump in only if your life is directly threatened and then demonstrate your skill with poise and cunning. Even if you have the skill to torture your quarry by shooting from the knees up; it shows mercy and breeding to dispatch your target quickly, not to mention saving precious ammunition. If you have never seen a certain creature before, always assume its mother is lurking nearby and is ten times larger. That thought alone ought to help you aim your shots more carefully.

Oftentimes I escort friends and guests on wild game hunts. Ah, there is nothing like a stuffed corondon head hanging over your fireplace to add a touch of flair to your study, or a mandare-tooth letter opener or boc rod laid idly across your desk! The awed questions and looks of excitement, not to mention the buzz created in the social circles will make it all worth it. For your prize quarry, dismount your beast and arm yourself. If you are an adequate tracker, take to the task yourself, it will build a great crescendo in your stories back home. Always keep your guide or Iscin with you and do not forget your manservant, who should be bearing your weapons and all of your other small necessities. Take the lead and keep your back erect, shoulders back and voice proud. Be the model hunter for your staff and guests. Make sure your scribe notes this in his account and regularly check that you are portrayed in the proper light. A good scribe will always recognize where his gemlinks are coming from and will write accordingly.

Once you are faced with your quarry, have your manservant hand you your weapon. You should always fire the first shot, allowing your men to follow suit. If the creature is large or exceedingly dangerous and your weapon takes a few moments to reload, be sure to have a spare on hand, so that your manservant may reload as you continue to fire. Encourage the hired help to engage in hand to hand, or perhaps have your Iscin release a reco volunteer. They often don't last long before a mandrake or similar, but they will allow you to get a vital few extra shots in before it begins tearing into your staff. Remember, although it is better to have your staff eaten than yourself, it is quite a bother to have to retrain a new manservant, and the prospect of returning to camp without a hot bath is a somber one. Use your staff sparingly.

Do not forget the golden rule of hunting: if your traveling party has opened up on it for a few full volleys and it doesn't look as though it will go down easily, quietly make your way back to the camp. Do not gamble your decorum by screaming orders for a full-scale retreat. Remember, these men hired on to protect you, and you should have no qualms about letting them do their jobs. In this way, you enable your guards to fight valiantly and keep the foul thing from your trail. The survivors, if any, will find their own way. Such tactics may have saved you a considerable amount in salaries, but camp takes much longer to break down without all hands. Do not overtire yourself with the effort.

A word is necessary on unfriendly races. Not all races you are liable to meet on your travels are likely to be approachable. Thivin, thriddle, bronth, and woffen are usually affable enough, if unmannered. Be sure to bring tokens of small and inconsequential value to trade with these natives or other travelers. What other travelers usually lack in manners, they often make up for in good fireside stories. Try not to cringe when you bring out the best scolian rusper to loosen their tongues. They very well could help you avoid certain death if they have been near where you are headed. Always listen attentively and paste on your most polite smile. Engage translation services as needed.



A word on humans and other seemingly benign travelers: Throwing caution to the wind upon meeting an individual should be done at your own risk. I distinctly remember meeting an Iscin I assumed was friendly in the field. That assumption nearly cost my entire party their lives when he snuck in at night and sealed us in our cave with a blaster rifle. We have since rid the face of Jorune from such an unscrupulous waste of flesh and good learning, however, the lesson was hard learned. Never tell anyone you are running low on food, water or ammunition. Never tell anyone you are crystal hunting. Out of the many things you could say, it may only be helpful to say that you dispatched a corondon, or have a few Cleash captive in one of the tents. A little exaggeration goes a long way. This will make them rethink any vile feint on their part to gain your trust and then betray it.

Always keeping a wary eye must be carefully balanced with doing your duty. If you happen upon an eradicated camp or plundered caravan, always have your staff look for survivors. In the wilds it is the responsibility of the genteel to care for those less fortunate. Make sure any survivors receive adequate medical care, and do not charge them. If the only survivor is a minor, assign a member of your staff to look after the waif. Treat any survivors as you would like to be treated until, of course, you can ascertain his station. If he is well enough, give him something to do to allow a token repayment of your kindness. If he is a beaster for example, put him to work pegging down your bochigon. If he is of Iscin or better station enjoin him in conversation and allow him to settle with your more trusted aides. If he be Kesht or of other similar importance, make sure he is looked after as he is accustomed. I have made many life long friends this way, although for principle's sake I will not name any names.

Unfortunately there are savage races lurking in the dark places of the world. Ramian, Cleash, Crugar Trarch and Scarmis come to mind immediately. These races are not to be bargained with, nor invited to your table, even if you can communicate with them. They are loathe for manners and the finer things in life and have no respect for you or your companions. If the group is smaller than your own party, eradicate them. Give them no quarter – for they would give you none. Kill the leader first, if one can be discerned. If the group is larger, and you remain unspotted, turn the caravan away from their direction. If that fails, take to the trees or the bochigon. Keep the high ground at all costs. Have your manservant ready and load your weapons. These races will have no mercy with you and you should have none with them. If you find yourself cornered by a larger force and conflict is inevitable, take the initiative by killing as many as your party can in the initial onslaught. A large display of Earth Tec or dysa fire may force them back to regroup. Take that opportunity to shore up your defenses or to retreat, at your sole discretion.

A word is in order about Shantha. Some Shantha are friendly enough in their own way. Some hunt you mercilessly. It is very difficult to tell the difference from a distance. If you do happen to have a pair of Earth Tec long looking glasses, check the color of their waist wraps. Those who wear red waist wraps will not hesitate to kill you. If they are indeed hostile, it is essential to power down all Earth Tec equipment and move quickly from an area. I have never known a party to survive an onslaught of angered Shantha, and it would be wise not to take any chances. The maudra and caji can usually speak with the Shantha of other colors, yet, often they have little useful advice. It is best to give them a wide berth and continue on your way along the most expedient route. If they approach asking for a token that you have stumbled upon in the wilds, my advice is to surrender it to them without argument. Even if a single Shantha appears at the camp demanding this token, you can be sure others are not far away. Hostility will be met with unmerciful slaughter. It is far better to part with the shiny thing.

One of the best things about venturing into the wilds is the unlimited possibilities and adventurous encounters you are likely to have. Never let these turn you from your initial purpose, but explore them as time and supplies allow. All the while, make sure your journey has been well documented and sufficient maps have been made, ensuring easy return for marked secondary objectives if your supplies should fail. Make sure any staff demonstrating artistic skill have been given the time and materials to depict you triumphantly standing over your dead quarry or newly explored ruin for posterity's sake. Remember to waterproof this and the journal for the journey home.

It would be impossible to cover every improbable scenario in such a short series of articles. If you only remember a few words of advice, remember these: if in doubt, let your servants handle the situation. If your



men run from your leadership, shoot them and leave the bodies behind. If there are ladies present, refrain from swearing even in the most trying moments. If you are cornered and outnumbered, fight like a demon – you may just get lucky. Your venture into the wilds is a symbolic triumph of order over barbarity, refinement over savagery and it is your *duty* to return to tell the tale.

All in all, a rousing time can be had in the wilds: viewing far and remote locations, stumbling across and defeating new species in the name of science, and conquering savage natives. Upon your return, tales can be spun by the fire with pints of warm rusper for many years afterward. I gain a certain sense of satisfaction every time I overhear my grandson (Winston Humbert, V) say to his friends, “When I grow up, I want to be just like my Grandpa.” Indeed.

Until next time, I'm Winston Humbert, III, hoping to find you in my Danstead Travels. ✂

THE DELICIOUS DURLIG OF SILLIPUS: ONE ISCIN'S AMAZING REVELATION

BY: DHARWIN TANKETTA, FIELD ISCIN

Hello there! I'm Dharwin Tanketta. I'm a klade trained field Iscin. This is my first time writing for *The Danstead Traveller*. I wanted to take this opportunity to clear up some of the myths surrounding the flora of the Sillipean outback. Many of our readers have no doubt heard some pretty tall tales surrounding some of the rather odd fruits and vegetables offered for sale in the markets of Kithaq, Sallay and other Sillipean coastal towns. The most wild tales of course are reserved no doubt for the local Durlig.

For the readers benefit, I will describe the local Durlig, which I am sure is quite different from specimens you may have encountered anywhere else during the course of your travels. The Durlig in Sillipus is not the horrible tasting, pasty-white root vegetable found in other realms such as Burdoth and elsewhere. The Durlig here does not require constant attention during cultivation, nor does it require teams of men or pack animals to pull it from the ground. No. Not at all. The Durlig root in central and southern Sillipus is yellow to yellow-orange in color and has a taste that can be compared somewhat to cross between “Earth Squash” and the ever popular Potato.

As far as the stories go...The most popular stories all revolve around the belief that Ca-Launtra Shantha watch over the valleys beyond the Cliff Forests, keeping the fields and valleys green; ensuring bountiful harvests. The locals call them “The Green Men” or simply “The Watchers”. Many of the local lerrins set aside a small portion of their harvest, which they leave as token offerings at one of several small apparently abandoned shantic ruins near their communities. Do the Ca-Launtra watch over these lerrin villages? Who can say for sure? Far be it for me to spoil a good story. * wink *

I've lived here about six years now. I originally came to Sillipus for a paying patron who hired me away from my klade on an important assignment. I absolutely fell in love with the area during the course of my employment here and return to my home realm of Burdoth only infrequently now, though I do travel occasionally when I am on assignment. My original work here on Sillipus involved cataloging and otherwise putting into use the contents of a small Earth Tec cache that had been recently located by my employer. You can't imagine how exciting an assignment of this magnitude was for me. Building a windmill to pump water for a farming village in the Sobayid just didn't seem like such an important assignment anymore. I digress.

I didn't realize it at the time, but I was about to make one of the most profound discoveries of my scientific career entirely by accident. The Earth Tec cache site was entirely nondescript. It was little more than a sink hole really. The ravages of time had done their best to reclaim a small underground storage bunker that had



at one point in time belonged to “The New Ames Agricultural Field Facility”. What appeared as a sinkhole from the surface was in fact a point where the ceiling of the bunker had given way.

Many of the bunker’s contents were simply ruined beyond recovery, damaged by ground water run off. A thick layer of sediment nearly six feet deep covered the floor of the place. Water marks on the walls suggested that the place had been flooded on many occasions in the past. Standing in the middle of this morass, with only their tops protruding from the muck were nine unopened cryobins! I nearly fainted.

With the help of my employer’s most trusted retainers, we worked nearly nonstop for three weeks clearing and lifting the mud and silt by large buckets and pulleys from the bunker floor. A set of steps and an adjoining service ramp leading away from the bunker were uncovered which hastened our pace even more. I would like to mention as a side note several animal skeletons were uncovered while dredging the floor of the place. The hapless beasts apparently stumbled into the sinkhole and died there from starvation. The stairs led to a set of rooms where records were found detailing the nature of the place. It stood to reason that there was at one point in time more to the complex on the surface, but some calamity had swept it away as if it had never existed. Shanta perhaps? All that was left was a collapsed stairway and many more questions than answers.

My euphoria was dashed with a healthy dose of reality. The section of ceiling that gave way obviously had to go somewhere. As we worked on clearing the sections of floor around the bins, it was more than obvious that one of the cryobins was sporting a wicked gash nearly three feet long and two feet wide down one side. The falling debris had ruptured the bin. The contents of the bin had been ruined centuries earlier by flooding and the muck that covered the place. I was in utter disbelief and shock. How could something that was built to stand the passing of centuries simply give way to falling rocks? It just didn’t seem possible; but it was.

Our long labors were eventually rewarded. The day of truth had come. The stubborn muck of the bunker was no match for our determination. The cryobins had been cleared for easy access. It was time for me to do the task that I had been employed to do. My mind raced back through many dry lectures and my time as an apprentice in the klade. All of those long lectures and all-night cramming sessions had finally paid off. I worked the bins and informed my employer that the contents would be ready for retrieval tomorrow. Although my employer seemed more than a small bit annoyed, he accepted my assessment. We retired for the day thinking about the treasures we were about to discover tomorrow. I didn’t sleep a wink that night. My employer came to me in the early morning, just before sunrise and thanked me for a job well done. We had breakfast and descended the rope ladders down into the bunker. During the course of the morning, I successfully opened all eight remaining bins. My employer, grinning ear-to-ear once again shook my hand and that is where this story ends.

“But Dharwin!! What was inside the bins??!!”, you ask. You understand of course that I respect my employer’s desire for privacy and anonymity and without saying, cannot divulge the details of the contents. What I will tell you is this. What was NOT in the bins was more important than what was in the bins. You see, my employer kept me on for several weeks as we sorted the contents of the bins out. During that time, I read through newly available records from the cache and was able to determine the contents of the ruined cryobin. That bin as it turned out contained genetically modified bacterial stocks that were to be used as soil amendments in controlled tests. Among these stocks was a sample of a bacterium designated as “Azobacter Mirum”. The trial results and research of the facilities original inhabitants indicated that this bacterium was believed to hold special promise in facilitating the introduction of certain crops to the local soil. The bacteria works by fixing nitrogen in otherwise nitrogen poor soil. The collapse of the bunker ceiling and subsequent release of the genetically modified bacteria into the environment from the ruined cryobin has had an absolutely profound effect on the fields in the surrounding valley.

Ding! The light goes on! Durlig. The reason that the Durlig of other realms grows so deep is due to the fact that the plant is starved for vital nutrients. The Durlig plant compensates by extending it’s root system to feed itself. The result is a Durlig that is white, foul tasting and a nightmare to harvest. Here on Sillipus, the Durlig root is quite plump, yellowish in color and grows no deeper than say perhaps two and half feet. It can be dislodged with simple hand tools or rolled up shirt sleeves and a good amount of elbow grease. Moreover, Sillipean Durlig is considerably more nutritious than the Durlig found in other realms. So all



those stories you've heard about beefy Sillipean sailors aren't just stories. If you happen to visit Sillipus and are in the mood for a special treat, I highly suggest trying the Durlig. Your neighbors back home will never believe you. Try the Early Golden Durlig (in season, of course) or the Yellow Trumpet Durlig which is available year round and is a mainstay in the simple cooking of the lerrin folk west of the Cliff Forests.

Until next time, this is your Iscin at Large, Dharwin Tanketta, wishing you safe and pleasant travels. ✨